Exclusively Distributed by
Seika Corporation U.S.A.
20,000 Mariner Avenue
Torrance, CA 90503
Customer Support:
(213) 373-8127

KEMCO ▲ SEIKA

PRINTED IN JAPAN

KEMCO ▲ SEIKA

SNS-DK-USA

DRAKKHEN™

Developed by

INTOGAMES

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

Drakkhen

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

Warning!

Please read the enclosed consumer information and precaution booklet carefully before using your Nintendo® hardware system or Game Pak.

Contents

8. Introduction

10. Starting the Game

12. Screen Layout

14. Moving

16. Viewing the Map

17. Doing Battle

18. Giving Commands

28. Exploring the Island

30. Advice for the Adventurer

31. Weapons and Armor

32. Items

34. Spells

36. Creating Your Own Characters

The universe as we, the Drakkonian people know it, is threatened by the four dragon kings who control the forces of nature; Earth, Water, Air, and Fire. These dragons have stolen the Drakkhen's eight tears, gems that represent all the forces of magic. Each dragon has one son and one daughter for a total of four princes and four princesses. Each prince and princess was bequeathed one of the eight tears.

Your quest is to recover the eight gems. Having done so, the control of the dragons will be broken and control of the universe will be restored to the benevolent and magical Drakkhen.

Your task is complicated by the existence of two distinctly different political parties of the princes and princesses. The League of the Ninth Tear is sympathetic to the Drakkonian cause and its members will assist you in your quest. The Alliance of Fire, however, would like to see the evil reign of the dragons continue. As a result, you may need to slay some of the princes and princesses to complete your quest.

But you must be careful not to attack too hastily! The success of your adventure depends upon the cooperation of those princes and princesses who sympathize with your cause. Sympathetic princes and princesses are of little help if they are dead!

You must approach your quest in a step-by-step manner. It is important that you complete the tasks in the order you are told. The renegade warrior is doomed to failure.

You must exercise great caution! Many of the inhabitants are very strong and do not appreciate your intervention. Beware of entering castles unprepared. Heed the hints that point the way to your destiny.

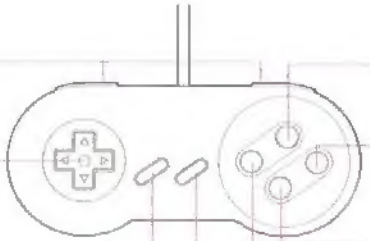
During your quest, you will encounter inns, shrines, and other ordinary places. You may enter these at any time and they can be valuable sources of information and supplies.

Introduction

Enter the 3D scrolling world of Drakkhen, a real-time world of fantasy! You control the destiny of four brave adventurers as you explore the treacherous Drakkhen Island. Feel free to wander where you wish, but try not to stray too far from your quest. The fate of the human world rests in your capable hands !

Starting the Game

Only the left controller is used for this game.



L & R Buttons
Make characters visible or not. Attempt to escape from enemies.

Control Pad
Move through the world when characters are not visible. Move the leader or selected character when visible. Choose Command Icon or other selections.

SELECT
Display Map.

START
Start Game. Display Map.

X Button
Toggle between Leader & Selected character.

A Button
Activate Icon Command Area. Make selections. Read next part of text message.

B Button
Cancel last selection. Make selections.

Y Button
Choose leader or selected character.

Insert the cartridge into your Super NES and turn on the power. The license screen will appear followed by the Drakkhen title screen.

A stone tablet will appear in the lower left corner of the screen containing some messages. After displaying these messages, you will see the following screen:

Drakkhen allows you to save your game to one of two files; FILE1 and FILE2. Saving your game will permit you to resume your quest at another time from where you left off. When you play Drakkhen for the first time, both FILE1 and FILE2 will show -NEW-, indicating that nothing has been saved to the files. If you had saved a game previously, you could choose to resume it or begin a new game.

The diamond cursor will appear next to FILE1. Since this is your first time playing the game, press the A Button to choose FILE1.

Once you have chosen FILE1, you can choose to START a game with the default set of four characters or to CREATE a custom set of adventurers. Initially, you may find it easier to explore the game using the default set of characters. As you become more experienced, you can experiment with custom characters to find the best combination of adventurers.

Once again, since this is your first time playing the game, choose START by pressing the A Button to begin the game with the default set of characters.

Screen Layout

There are three areas of the screen. The Action Area shows your current view of the world. The four adventurers are visible in the foreground of the Action Area. The Icon Area in the lower right contains the nine pictures that correspond to the available commands. The Message Area provides you with valuable information about your surroundings. The blinking triangle in the lower right corner of the Message Area indicates that there is additional text for you to read. Press the A Button to read the next part of the text.

After reading the introductory text, you will be given the opportunity to read an explanation of the game. Press the A Button to view the game explanation. Press the B Button to skip the explanation and begin the game. The game explanation provides information on the use of the controller, the Command Icons, and other basic information. You can also view this information at any time during the game. Press the B Button to begin the game.

Message Area

Action Area

Icon Area

When you begin the game, the four adventurers will gather together into a group and disappear from the screen, leaving you with a clear view of the Action Area. The Message Area is replaced with two new areas; the Weapon Area and the Character Area.

The four rows of the Weapon Area correspond to the four adventurers. A sword indicates that the character is armed with a weapon. A Scepter indicates that the character is armed with magic. The MP number indicates the current Magic Points possessed by the character. When you cast a spell, your Magic Points will decrease. Fortunately, your magic points are replenished as time passes and by acquiring special items or spells.

The Character Area gives you summary information for each of the adventurers. The picture of each character lets you quickly see what armor and weapon is being used. The HP number indicates the Health Points for the character. Each character can sustain only so much damage in battle. The greater the number of Health Points, the more damage the character can sustain. The character dies when the number of Health Points reaches zero. Health points are replenished while the character is visable and by acquiring special items or spells.

Character Area

Weapon Area

Icon Area

The oval lamp below the picture of each character is used to indicate the currently selected character. A red lamp indicates that the character is the leader of the party. All other characters will follow the leader. A blue lamp indicates that the character has been selected to move alone.

Moving

There are two modes of movement; when the characters are visible in the Action Area and when they are not. When the characters are not visible, you can use the Control Pad to look or move in any direction to explore the outside world.

There are four circumstances under which the characters are visible:

1. You can press the L or R Button to make the characters visible or not.

2. The characters are automatically made visible when you encounter an enemy.

3. The characters are automatically made visible when you come upon a building or castle.

4. The characters are automatically made visible when you use the Icon Area to give commands.

When the characters are visible, you can choose to move the entire group or an individual character. To move the entire group you must first choose a leader. The leader of the group is indicated by a red lamp below the character's picture in the Character Area. You can choose the leader of the group by pressing the Y Button until the red lamp appears under the desired character.

With a selected leader, the Control Pad will move the leader of the group. The other members of the group will follow the movements of the leader.

You can also choose to move just one selected character. By pressing the X Button, the lamp below the character will change from red to blue. The blue lamp indicates that the character has been chosen to move alone. Now, when you use the Control Pad you will be moving only the selected character.

Viewing the Map

You can view a map of Drakkhen Island by pressing either the SELECT or START Buttons.

The map shows your current location as well as the location of the eight castles and other buildings. The compass in the upper right of the screen indicates the direction you are currently headed. You will find the map a necessary tool in your quest. When you are done viewing the map, press the A Button to return to the game.

Doing Battle

Drakkhen Island is inhabited by a large number of rather unfriendly creatures. When you encounter one of these creatures, the battle will be waged automatically. However, you may choose to try to avoid battle by repeatedly pressing the L and R Buttons. This will not always work, but it is sometimes wiser to avoid a confrontation. If you are inside a castle, the only way to avoid battle is to exit to another room.

During battle, if your characters inflict damage upon the enemy, a yellow arrow beneath the character's picture in the Character Area will light up. The number that is shown is the amount of damage inflicted upon the enemy. If the number appears without the yellow arrow, your character has suffered that amount of damage.

Your chances for success in battle can be greatly improved by properly arming your characters and providing them with the best possible protective armor. This can be accomplished by giving commands.

Giving Commands

The icons contained in the Icon Area let you give commands to your characters and let you save your game. You can activate the Icon Area by pressing the A Button. A dagger cursor will appear, pointing to one of the command icons. The icon will also have a frame around it. You can choose a command using the Control Pad and pressing the A Button. To cancel, press the B Button.

The Character icon gives you detailed information about each of your adventurers and allows you to control the allocation of weapons and items. Choosing the Character icon will bring up the first screen of character information and pause the game.

This screen shows you the Level (LV), Health Points (HP), and Magic Points (MP) for each character. As characters gain more experience, their Level will increase. The Health Points measure the life of the character. When the Health Points decline to zero, the character dies. The Magic Points indicate the ability of the character to use spells.

In addition, a compass in the upper right corner shows your current direction. Below the compass, your heading is shown in degrees. The eight blinking dots at the bottom of the character screen will be replaced by blue dots as you acquire each of the eight tears.

You can choose to view detailed information on each character by moving the triangle cursor to the desired character and pressing the A Button. You can choose EXIT to return to the game.

By choosing to view detailed information on a character, you will be see a screen similar to the following.

This screen shows the Level and Experience for the selected character and the amount of Jade Coins carried by the group of characters. You can choose from the menu using the Control Pad to move the triangle cursor to the desired item and pressing the A Button.

WEAPON ARMOR

Choosing WEAPON ARMOR will allow you to change the weapons and protective clothing worn by the character

The middle of the screen shows an inventory of all of the equipment carried by the character Items with an asterisk next to them are currently being used

GIVE
Choose this to give a piece of equipment to another character You will then be allowed to choose the piece of equipment you wish to give and who should receive it

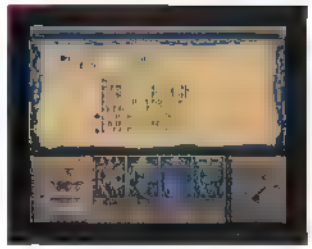
EQUIPMENT
Choose this to change the currently used items for the character This is the means of using a newly acquired weapon or piece of protective clothing You will be presented with a list of available equipment in each of the categories. The triangle cursor will appear next to the currently selected item To change the currently selected item, move the cursor with the Control Pad and press the A Button

DROP
Choose this to drop a piece of equipment You can then choose which item you wish to get rid of You may find that it is not possible to drop all items

EXIT
Choose this to return to the previous screen

ITEM

Choosing ITEM will let you GIVE, USE, or DROP an item like a ring or phial (bottle)



GIVE
Choose this to give an item to another character You will then be allowed to choose the item you wish to give and who should receive it

USE
Choose this to make use of an item You can then choose the item you wish to use from the list of available items

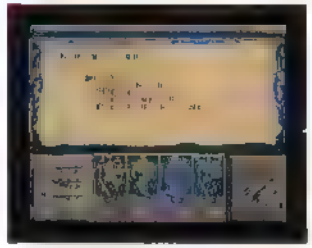
DROP
Choose this to get rid of an item. You can then choose the item you wish to drop

EXIT
Choose this to return to the previous screen

MAGIC

Choosing MAGIC will give you access to any spells that the character has learned

To use a spell, move the cursor to the selected spell and press the A Button



INFORMATION

Choosing INFORMATION will display detailed information about the character

MAXIMUM HEALTH POINTS:
The maximum health points that the character can have will increase as the level of the character increases

MAXIMUM MAGIC POINTS:
The maximum magic points that the character can have will increase as the level of the character increases

POWER:
The greater the power value, the more damage the character can inflict on enemies

DEFENSE:
The greater the defense value, the less damage the character will suffer in battle

PHYSIQUE:
The greater the physique value, the more effective a given weapon will be

INTELLIGENCE:
The greater the intelligence value, the more precision in fights

KNOWLEDGE:
The greater the knowledge value, the more ability to understand and use spells and potions

AGILITY:
The greater the agility value, the more effective the character will be in battle

FORTUNE:
The greater the fortune value, the more likely that the character can escape an attack

The Mouth icon lets you listen to other characters you encounter. Sometimes characters will give you additional information if you listen to them more than once. It is wise to talk to many of the characters. The information offered by strangers is often valuable

The Controller icon gives you access to a series of help screens about the use of the controller and the principles of the game. If you forget which key to use, choose the Controller icon. Press the A Button to go from one help screen to another. Press the B Button to return to the game

The Take icon lets you pick up an item that is in front of the character

The Sword icon lets you arm a character with either a weapon or magic. When you first select the Sword icon, you will be given a list of the characters

For each character this screen shows how they are currently armed Choose a character by moving the triangle cursor and pressing the A Button

From this screen you can choose how the character should be armed for battle

READY THE WEAPON:
Choose this to select the active weapon

ATTACK - MAGIC:
Choose this to arm the character with Attack Magic

DEFENSE - MAGIC:
Choose this to arm the character with Defense Magic

DEFENSE:
Choose this to have the character defend itself and not aggressively attack This is useful if the character is low on Health Points

EXIT:
Choose this to return to the previous screen

The Activate icon is used to activate any devices that are within reach of the character For example, you can use this icon to touch an element symbol

The Look icon is used to investigate your surroundings This command will give a more detailed description, if available of objects that are in front of the character

The Exit icon is used to quickly exit from a dungeon

The Cartridge icon is used to save your game After choosing the Cartridge icon, press the A Button to save the game or the B Button to cance

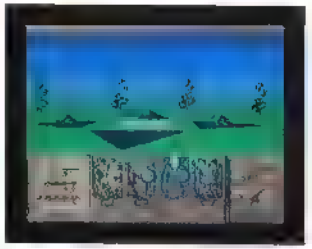
Exploring the Island

As you continue your quest you will come upon a number of additional sights

The priests of the Anak Shrines are accomplished in the healing arts. To resurrect and heal the members of your party, visit one of the shrines

The Inn is a good place to get important information from the local inhabitants

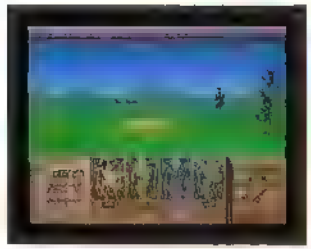
There are magical places on the island, called Warp Zones. When you enter a Warp Zone, you are teleported to another part of the island. These Warp Zones can be used to quickly travel from one place to another. Each Warp Zone is connected to a specific destination



The Flickering Lights is a small strip of enchantment in the center of the island. It is unclear whether any creature can cross its boundaries

These are just a few of the places that await you. The rest you must discover for yourself!

You may also encounter additional characters during your travels. An old man may appear from time to time. He is a valuable source of information. You will also meet travelling merchants from whom you may buy weapons, armor or other items or sell things that are no longer of use to you



Advice for the Adventurer

When you start your quest the members of your party will be inexperienced. Try to gain some battle experience as soon as possible. The castle that first appears before you is that of Prince Hordknen. Begin your quest by first visiting his castle.

Check the map frequently to verify your location and heading. You should also make sure that the members of your party are appropriately armed and clothed.

Lastly, save your game frequently so that you can resume it at a later time.

Weapons and Armor

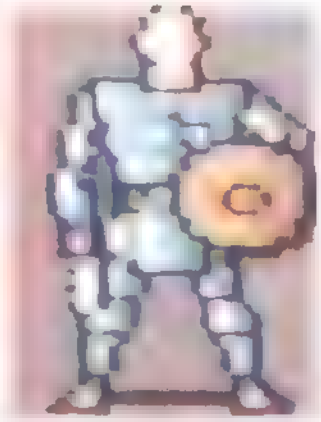
In Order by Increasing Power

Armor/Cuirass
Leather
Leather Plate
Light Cuirass
Medium Cuirass
Heavy Cuirass
Power Cuirass
Hyper Cuirass
Dragon Cuirass

Greave
Light
Medium
Heavy
Power
Hyper
Dragon

Weapons
Dagger
Bludgeon
Bow & Arrow
Rod
Short Sword
Long Sword
Saber
Dragon Sword

Helmet
Light
Heavy
Power
Hyper
Dragon



Protective Clothing
Shirt
Jacket
Chain Mail

Other Clothing
Light Robe
Medium Robe
Heavy Robe
Light Coat
Medium Coat
Heavy Coat

Buckler
Light
Medium
Heavy

Shield
Light
Medium
Heavy
Power
Hyper
Dragon

Shoes
Shoes
Boots

Items

There are many items that you can acquire from travelling merchants, overcoming enemies, and diligent investigation of the castles.

Item	Purpose
TORCH	Useful for exploring dark parts of the dungeon.
KEY	Can be used to open some locked doors.
PHIAL (HP)	Restore health points. Contains 7 doses.
PHIAL (MP)	Restore magic points. Contains 7 doses.
EMPTY PHIAL	Someone beat you to the contents!
HEART	Grants new life.

There are also staffs that carry magical powers.

Staff	Purpose
GHOST	Makes your character invisible.
EARTH	Cuts your battle damage by half.
AIR	Cuts the affect of magic on you by half.
LIFE	Your Health Points recover faster.
MAGIC	Your Magic Points recover faster.
THIEF'S	Enables you to get past locked doors.
LUCKY	Can enable you to avoid traps.

The rings grant the owner greater powers.

Ring	Purpose
WAR	Increases strength.
WIND	Increases agility.
FLASH	Increases intelligence.
SAGE'S	Increases knowledge.
FORCE	Increases physique.
STAR	Increases fortune.
DEFENSE	Increases defense.

12 Spells

There are many powerful spells which you may learn.

HEAL MINOR
This spell only demands a small amount of energy and will be enough to heal a small wound.

FIREBALL
A spell of great force which throws fear into the hearts of those who set eyes upon you. The spell of lightning is quick, terrible, tremendous, and fatal. The chosen enemy will find himself in distress and confusion. The spell is terrifying, but a little tiring.

INVISIBLE
If you succeed with this spell, you will disappear from the eyes of the enemy. A costly spell that will help your progress.

CURE
This spell is the only one which can heal infections, illness and poisons. The spell is not very expensive and can be extremely useful.

LIGHT
Brings light to darkness. As it is easy to handle, this impressive spell will not cost a lot.

STRENGTH
Your force will be multiplied and your enemy surprised. The spell is little straining.

SHIELD
This spell is of particular use when your protective clothing is weak. The spell costs little and you will find yourself protected from enemy blows.

HEAL MAJOR
This spell is good for healing wounds. In the case of serious wounds it will be necessary to apply it several times.

UNLOCK
Use this spell to unlock doors that cannot be opened with keys. This spell costs little and can reap great rewards.

ANTI-MATTER
Use this spell to eliminate the undead. This spell is of average cost but essential.

PARALYSIS
Immobilize your enemy. The effect is immediate, but the duration of this spell will depend on your strength. It is only effective against a creature.

DISPEL
A spell of extreme power! It is expensive, but extremely effective.

CONFUSION
Engulf your enemy in chaos. This spell is a little expensive in points.

SPEED
You will now have lightning speed. This spell is a little tiring.

ANTI-MAGIC
For a brief time, this spell will negate the magic of your enemy. This spell is expensive and tiring.

RESURRECTION
This is perhaps the most fascinating of all the spells. With it, you can bring a character back to life. This spell is very expensive.

TELEPORTATION
This spell will transport you to another location.

DRAGON POWER
This will increase the level of your character for a short time. But do not make use of this spell too often, for it is very expensive.

Creating Your Own Characters

The more advanced adventurers may wish to customize the characters. When you start a new game and have chosen FILE1 or FILE2, you will be given the option to START a new game with the default characters or to CREATE a custom set of characters.

Choosing CREATE will bring up the following screen.

First you must choose the gender of the character. Use the Control Pad to make your selection and press the A Button.

Next you must choose the class of character you want. You may choose only one character from each of the four classes. The Fighter/Amazon is physically strong and very effective in battle. The Scout is agile and skilled in magic. The Magician is very accomplished in attack magic, but is physically weak. The Priest/Priestess is particularly skilled in healing magic, but is physically weak.

Enter the name of the character using the Control Pad and pressing the A Button. Move the cursor to END and press the A Button when you are done.

You can now choose to assign the five values in the lower left corner of the screen to the POWER, AGILITY, INTELLIGENCE, KNOWLEDGE, and PHYSIQUE attributes. Only one of the values will be bright green. To assign the highlighted value, move the cursor to the selected attribute and press the A Button. To cancel an assigned value, press the B Button. The HP (Health Points), FORTUNE, and COIN attributes are set automatically.

You should carefully match the attributes to the class of character to ensure their effectiveness.

Repeat these steps for the other three members of your party. When you are done, you can choose to create the party over again (B Button) or to begin the game with your custom characters (A Button).

Notes

90-DAY LIMITED WARRANTY
KEMCO/SEIKA GAME PAKS

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo/Super-NES Game Pak ("PAK") [not including Game Pak Accessories or Robot Accessories] shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its options, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling (213) 373-8127. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday. (Holidays excepted).

3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE** together with your sales slip or similar proof of purchase within the 90-day warranty period to:

Seika Corporation
20,000 Mariner Avenue, Suite 100
Torrance, CA 90503
Attn: Consumer Service Department

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH THEREIN. IN NO EVENT SHALL SEIKA BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations of how long an implied warranty lasts or exclusion of consequential or incidental damages so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

DRAKKHEN™ is published under license from Infogrames. ©1989,1990. Infogrames™ is a trademark of Infogrames. Used with permission. All rights reserved. Licensed in conjunction with JP International. ©1991 Kemco.